

2297 Duplicate Bridge

In the game of duplicate bridge, twelve pairs of players play exactly the same deal of cards. Each pair plays against another pair not chosen from the original 12 (so there are 24 pairs altogether). To eliminate the luck involved in randomly distributing cards, the scoring system compares the results of the 12 original pairs. A numerical score is computed from the rules of the game, which may be positive or negative (or rarely, 0). A pair then receives 1 point for every other pair with a worse score and 1/2 point for every other pair with an equal score. The total of these points is the pair's score.

Input

Suppose the 12 teams' names and scores, in order, are the ones in the Sample Input below.

The Smith team receives a total of $5 \frac{1}{2}$ points ($\frac{1}{2}$ each for tying the Haskin team, the Most team, and the Franklin team, and 1 each for beating teams Williams, Kelso, Lawler, and Boston). The Binfield team would receive a top score of 11 for beating every other team, while the Boston team would receive a "bottom" score of 0 for neither tying nor beating any other team. The sample input will always consist of 12 lines of a team name and score. The team name will be no longer than 10 characters.

Output

Output should consist of two columns. The first column should denote the scores of the top six teams, in order of finish. The second column should denote the second six teams, in order of finish. Names should be left-aligned; scores should be decimal aligned to tenths. Spacing between columns may be approximate. Headings must have the exact verbiage and be over the related data. In cases of ties, list the names in alphabetical order.

Sample Input

```
Smith 110
Jones 130
Haskin 110
Williams 90
Kelso -50
Binfield 420
Lawler 90
Most 110
Charles 120
Boston -100
Kistle 130
Franklin 110
```

Sample Output

Name	Score	Name	Score
Binfield	11.0	Most	5.5
Jones	9.5	Smith	5.5
Kistle	9.5	Lawler	2.5

Charles	8.0	Williams	2.5
Franklin	5.5	Kelso	1.0
Haskin	5.5	Boston	0.0